



City Councilmember  
**Carl DeMaio**

News Release

## **Council Unanimously Approves DeMaio's "Sunshine Act" Ordinance**

*DeMaio's Sunshine Act Makes San Diego One of  
"Most Open and Transparent  
City Governments in the Nation"*

FOR IMMEDIATE RELEASE  
Tuesday, October 23, 2012

CONTACT: Jeff Powell 619-236-6655

SAN DIEGO –In a bipartisan effort the San Diego City Council voted unanimously today to approve Councilmember Carl DeMaio's "Sunshine Act" ordinance. The legislation authored by DeMaio is designed to impose tough disclosure and transparency reforms on City Hall.

DeMaio praised his Council colleagues for coming together in a bipartisan effort to improve transparency and accountability at City Hall. "I applaud my colleagues for their bipartisan vote to approve the Sunshine Act and make San Diego one of the most open and transparent city governments in the nation. This law sheds a light on City Hall and will allow the public to access information regarding city financial decisions, payments, and transactions," DeMaio noted.

DeMaio, an open government advocate has pushed for more transparency in local government since before taking office. He initially introduced his measure during *National Sunshine Week*, a week dedicated to promoting dialogue about the importance of open government and freedom of information.

The ordinance will require the city to post the following information online in a searchable and well-organized format for access by the public:

- The text of all contracts for consultants, goods and services over \$25,000
- Written justification from the Mayor for any sole source contract for valued at more than \$25,000 in a given fiscal year
- List of all vendors that received payments totaling \$25,000 or more from the City
- All MOU's with each of the City's recognized employee organizations for the past 5 years.
- Employee Compensation information online

**To schedule an interview with Councilmember DeMaio please contact Jeff Powell  
at 619-236-6655 or 757-553-2728**

###